WHAT IS CLAIMED IS:

1.   A computer implemented method for generating a gaming application

signature which uniquely represents a gaming application having a plurality of gaming

5   application objects associated therewith, the method comprising:

retrieving a subset of the plurality of gaming application objects;

generating an object signature for each of the retrieved gaming application objects;

and

combining the object signatures to generate the gaming application signature.

10   2.   The method of claim 1 wherein the gaming application objects are stored in at

least one network node of a network, and wherein the subset of the plurality of gaming

application objects are retrieved from the at least one network node via the network.

15   3.   The method of claim 2 wherein the network comprises a local area network

and the gaming application objects are stored in at least one of a gaming machine and a

gaming application server on the local area network.

4.   The method of claim 3 wherein the gaming application objects are stored on

20   the gaming application server.

5.   The method of claim 3 wherein the gaming application objects are stored on

both of the gaming application server and the gaming machine.

6.   The method of claim 2 wherein the network comprises a wide area network and the gaming applications objects are stored in at least one of a gaming machine and a gaming application server on the wide area network.

7.   The method of claim 6 wherein the gaming application objects are stored on the gaming application server.

8.   The method of claim 6 wherein the gaming application objects are stored on both of the gaming application server and the gaming machine.

9.   The method of claim 6 wherein the wide area network comprises the Internet.

10.   The method of claim 1 wherein generating an object signature for each of the retrieved gaming application objects comprises at least one of generating a checksum from a corresponding one of the gaming application objects, applying a hashing function to a portion of a corresponding one of the gaming application objects, generating an audio file signature, generating a video file signature, and extracting a digital water mark.

11.   The method of claim 1 wherein combining the object signatures to generate the gaming application signature comprises at least one of combining the object signatures using at least one logic function, applying a hashing function to the object signatures, generating a checksum from the object signatures.

12.   The method of claim 1 wherein the gaming application signature comprises an original signature, the method further comprising storing the original signature for

authentication of subsequently generated signatures corresponding to deployed gaming applications.

13.   The method of claim 1 wherein the gaming application signature corresponds to a deployed gaming application, the method further comprising comparing the gaming application signature to a previously stored original signature to authenticate the gaming application.

14.   The method of claim 13 further comprising comparing at least one of the object signatures to a corresponding object signature associated with the previously stored original signature where the gaming application is determined to be inauthentic.

15.   The method of claim 1 wherein the plurality of gaming application objects includes some of a core gaming application object, an audio object, a video object, a graphics object, a pay table object, and any gaming application object which when combined with other gaming application objects constitutes the gaming application.

16.   The method of claim 1 wherein the subset of gaming application objects comprises all of the gaming application objects.

17.   The method of claim 1 wherein the subset of gaming application objects comprises less than all of the gaming application objects.

18.   The method of claim 1 wherein the gaming application objects are stored in at least one of a gaming application server and a gaming machine in a network, and wherein

the subset of the plurality of gaming application objects are retrieved via one of the gaming machine and the gaming application server.

19.   A computer readable medium having a computer program stored therein for generating a gaming application signature which uniquely represents a gaming application having a plurality of gaming application objects associated therewith, the computer program comprising:

computer program instructions for retrieving a subset of the plurality of gaming application objects;

computer program instructions for generating an object signature for each of the retrieved gaming application objects; and

computer program instructions for combining the object signatures to generate the gaming application signature.

20.   The computer readable medium of claim 19 wherein the gaming application objects are stored in at least one network node of a network, and wherein the computer program instructions for retrieving the subset of the plurality of gaming application objects are operable to retrieve the subset from the at least one network node via the network.

21.   The computer readable medium of claim 20 wherein the network comprises a local area network and the gaming application objects are stored in at least one of a gaming machine and a gaming application server on the local area network.

22.   The computer readable medium of claim 21 wherein the gaming application objects are stored on the gaming application server.

23. The computer readable medium of claim 21 wherein the gaming application objects are stored on both of the gaming application server and the gaming machine.

24. The computer readable medium of claim 18 wherein the network comprises a wide area network and the gaming applications objects are stored in at least one of a gaming machine and a gaming application server on the wide area network.

25. The computer readable medium of claim 24 wherein the gaming application objects are stored on the gaming application server.

26. The computer readable medium of claim 24 wherein the gaming application objects are stored on both of the gaming application server and the gaming machine.

27. The computer readable medium of claim 24 wherein the wide area network comprises the Internet.

28. The computer readable medium of claim 19 wherein the computer program instructions for generating an object signature for each of the retrieved gaming application objects comprise computer program instructions for performing at least one of generating a checksum from a corresponding one of the gaming application objects, applying a hashing function to a portion of a corresponding one of the gaming application objects, generating an audio file signature, generating a video file signature, and extracting a digital water mark.

29. The computer readable medium of claim 19 wherein the computer program instructions for combining the object signatures to generate the gaming application signature comprise computer program instructions for performing at least one of combining the object signatures using at least one logic function, applying a hashing function to the object

5   signatures, and generating a checksum from the object signatures.

30. The computer readable medium of claim 19 wherein the gaming application signature comprises an original signature, the computer readable medium further comprising computer program instructions for storing the original signature for authentication of

10   subsequently generated signatures corresponding to deployed gaming applications.

31. The computer readable medium of claim 19 wherein the gaming application signature corresponds to a deployed gaming application, the computer readable medium further comprising computer program instructions for comparing the gaming application

15   signature to a previously stored original signature to authenticate the gaming application.

32. The computer readable medium of claim 31 further comprising computer program instructions for comparing at least one of the object signatures to a corresponding object signature associated with the previously stored original signature where the gaming

20   application is determined to be inauthentic.

33. The computer readable medium of claim 19 wherein the plurality of gaming application objects includes some of a core gaming application object, an audio object, a video object, a graphics object, a pay table object, and any gaming application object which

25   when combined with other gaming application objects constitutes the gaming application.

34.   The computer readable medium of claim 19 wherein the subset of gaming

application objects comprises all of the gaming application objects.

5   35.   The computer readable medium of claim 19 wherein the subset of gaming

application objects comprises less than all of the gaming application objects.

36.   The computer readable medium of claim 19 wherein the gaming application

objects are stored in at least one of a gaming application server and a gaming machine in a

10   network, and wherein the computer program instructions for retrieving the subset of the

plurality of gaming application objects is operable to retrieve the subset via one of the

gaming machine and the gaming application server.

37.   A portable device for authenticating deployed gaming applications which

15   comprises the computer readable medium of claim 19.

38.   A computer readable medium having a data structure stored therein which

comprises a gaming application signature which uniquely represents a gaming application

having a plurality of gaming application objects associated therewith, the gaming application

20   signature comprising a combination of a plurality of object signatures, each of the object

signatures being generated from one of the gaming application objects.

39.   The computer readable medium of claim 38 wherein the object signatures

correspond to at least one of a checksum from a corresponding one of the gaming application

objects, a hashing function applied to a portion of a corresponding one of the gaming

application objects, an audio file signature, a video file signature, and a digital water mark.

40.   The computer readable medium of claim 38 wherein the object signatures are

5   combined to generate the gaming application signature using at least one of a logic function,

a hashing function applied to the object signatures, and a checksum derived from the object

signatures.

41.   A portable device for authenticating deployed gaming applications which

10   comprises the computer readable medium of claim 38.